

CLAIMS**What is claimed is:**

1. A server computer for use in a computer network having at least one client computer, the server computer characterized in that the server computer: sends media assets over said computer network to said client computer, the server computer coupled to at least one file system organized into a plurality of asset groups, each asset group comprising at least one media asset, the media asset sharing storage medium bandwidth and storage space on the server computer that is reserved for the asset group to which the media asset belongs.
2. The server computer of Claim 1, wherein each media asset belongs to only one asset group.
3. The server computer of Claim 1, wherein the asset group is limited to a maximum number of simultaneous playouts for the media assets contained within the asset group and further comprises an attribute that designates the number of simultaneous playouts.
4. The server computer of Claim 1, wherein the asset group is limited to a maximum bit rate at which any single media asset belonging to the asset group can be played out, further comprising an attribute which indicates the maximum bit rate.
5. The server computer of Claim 1, wherein the asset group is associated with a guaranteed possible playouts value that guarantees the number of playouts from each asset belonging to the asset group assuming no other asset is being played out at the same time, further comprising an attribute which indicates the guaranteed possible playouts value.
6. The server computer of Claim 5, further comprising a default guaranteed possible playouts value.

7. The server computer of Claim 1, further comprising an asset group policy placement module that places an asset group within the file system.

8. The server computer of Claim 7, wherein the asset group policy module distributes the asset group across multiple file systems.

9. The server computer of Claim 1, further comprising a media asset placement policy module that places media assets within the asset group.

10. The server computer of Claim 9, wherein the media asset placement policy module places media assets within asset groups based on said reserved storage medium bandwidth and storage space.

11. The server computer of Claim 9, wherein the media asset placement policy module restricts the placement domain of the media asset to the asset group distribution of storage space and storage bandwidth.

12. The server computer in Claim 1, wherein said media asset includes an asset selected from the set consisting of a audio, text, graphics, image, symbol, video, information item or token, and combinations thereof.

13. The server computer in Claim 1, wherein said media asset comprises an audio, a video, or an audio-video media asset.

14. The server computer in Claim 1, wherein said server computer comprises a mass storage subsystem and said file system organized into said plurality of asset groups is defined in a mass storage subsystem.

15. The server computer in Claim 14, wherein said mass storage subsystem comprises at least one hard disk drive.

16. The server computer in Claim 14, wherein said mass storage subsystem comprises a plurality of hard disk drives.

17. A server computer for use in a client-server computer architecture, the server sending media assets over a computer network to a client computer, the server having a file system organized into a plurality of asset groups, each asset group comprising a plurality of media assets, wherein the plurality of media assets share storage medium bandwidth and storage space on the server computer that is reserved for the asset group to which the plurality of media assets belong, wherein each media asset belongs to only one asset group.

18. The server computer of Claim 17, wherein the asset group is limited to a number of maximum simultaneous playouts for the media assets contained within the asset group and further comprises an attribute that designates the number of simultaneous playouts.

19. The server computer of Claim 17, wherein the asset group is limited to a maximum bit rate at which any single media asset belonging to the asset group can be played out, further comprising an attribute which indicates the maximum bit rate.

20. The server computer of Claim 17, wherein the asset group is associated with a default guaranteed possible playouts value that guarantees the number of playouts from each asset belonging to the asset group assuming no other asset is being played out at the same time, further comprising an attribute which indicates the guaranteed possible playouts value.

21. The server computer of Claim 17, further comprising a asset group policy placement module that places the asset group within the file system.

22. The server computer of Claim 21, wherein the asset group policy module distributes the asset group across multiple file systems.

23. The server computer of Claim 17, further comprising a media asset placement policy module that places media assets within the asset group based on said reserved storage medium bandwidth and storage space.

24. A server computer for use in a client server computer architecture, the server sending media assets over a computer network to a client computer, the server having at least one file system organized into a plurality of asset groups, each asset group comprising a plurality of media assets, wherein the plurality of media assets share storage medium bandwidth and storage space on the server computer that is reserved for the asset group to which the plurality of media assets belong, wherein each media asset belongs to only one asset group, wherein each asset group is limited to a number of maximum simultaneous playouts for the media assets contained within the asset group and further comprises an attribute that designates the number of simultaneous playouts, wherein each asset group is limited to a maximum bit rate at which any single media asset belonging to the asset group can be played out, further comprising an attribute which indicates the maximum bit rate, wherein each asset group is associated with a default guaranteed possible playouts value that guarantees the number of playouts from each asset belonging to the asset group assuming no other asset is being played out at the same time, further comprising an attribute which indicates the guaranteed possible playouts value.

25. A method for administering storage space and storage bandwidth of media assets stored on a server computer system, the method comprising:

creating an asset group, the asset group providing shared storage space and storage bandwidth on a server computer system for media assets, the server computer system capable of connection to a computer network and communicating with a client computer system over the computer network;

calculating a resource quota, the resource quota specifying storage space and storage bandwidth available to the asset group;

assigning the asset group to at least one file system;

installing at least one media asset in the asset group; and

making the media asset available for transmission to the client computer system over the computer network.

26. The method of Claim 25, wherein the step of installing comprises associating metadata with a media asset.

27. The method of Claim 25, wherein the step of installing comprises copying the media asset into a storage location.

28. The method of Claim 25, wherein calculating a resource quota comprises multiplying a value representing a maximum bit rate at which a media asset in the asset group may be played by a value representing a maximum number of assets in the asset group that may be played simultaneously.

29. The method of Claim 25, wherein assigning the asset group comprises placing the asset group in a single file system without replicating media assets.

30. The method of Claim 25, wherein installing assets comprises evaluating bandwidth for the media asset to determine in select an asset group in the media asset is placed.

31. The method of Claim 25, wherein said step of creating an asset group comprises:

defining a data structure that contains a list of pointers indicating storage locations of media assets stored in the asset group and values of attributes associated with the asset group;

determining a storage bandwidth requirement by calculating the attribute values;
assigning the asset group to a file system; and
storing media assets in accordance with the asset group.

32. A computer program product containing instructions, which, when executed by a computer, administers storage space and storage bandwidth of media assets stored on a server computer system, by:

creating an asset group, the asset group providing shared storage space and storage bandwidth on a server computer system for media assets, the server computer system capable of connection to a computer network and playing the media assets to a client computer system over the computer network;

calculating a resource quota, the resource quota specifying storage space and storage bandwidth available to the asset group;

assigning the asset group to at least one file system;

installing at least one media asset in the asset group; and

making the media asset available for transmission to the client computer system over the computer network.

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